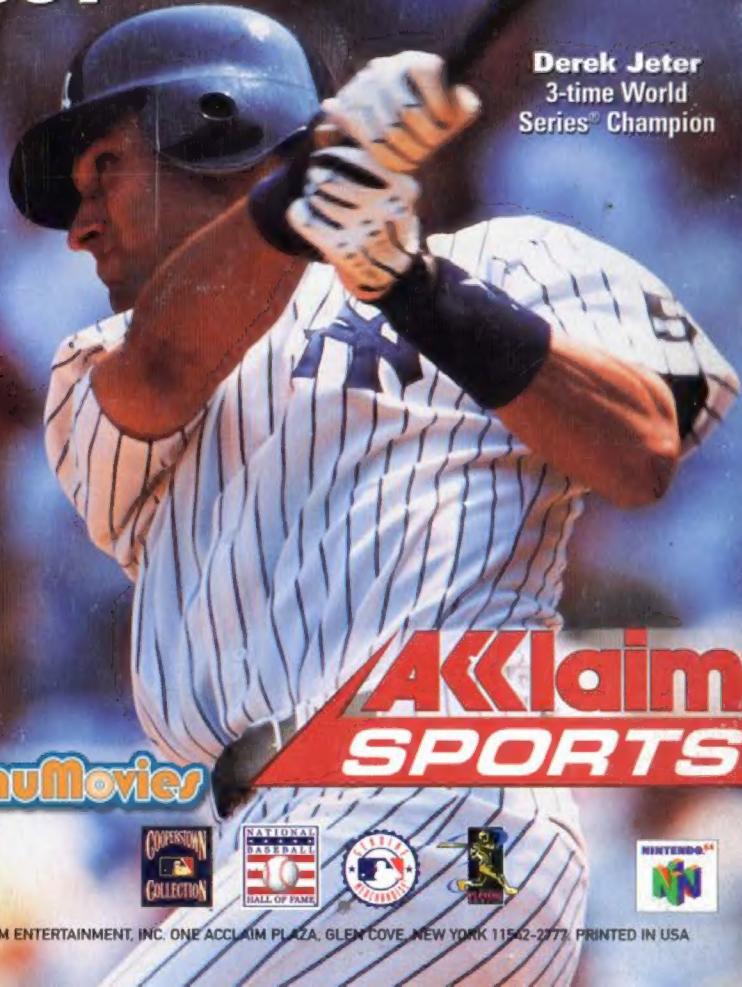


Look For

ALL-STAR BASEBALL 2001



The only new
Nintendo® 64
baseball game
this season!



Derek Jeter
3-time World
Series® Champion

EmuMovies



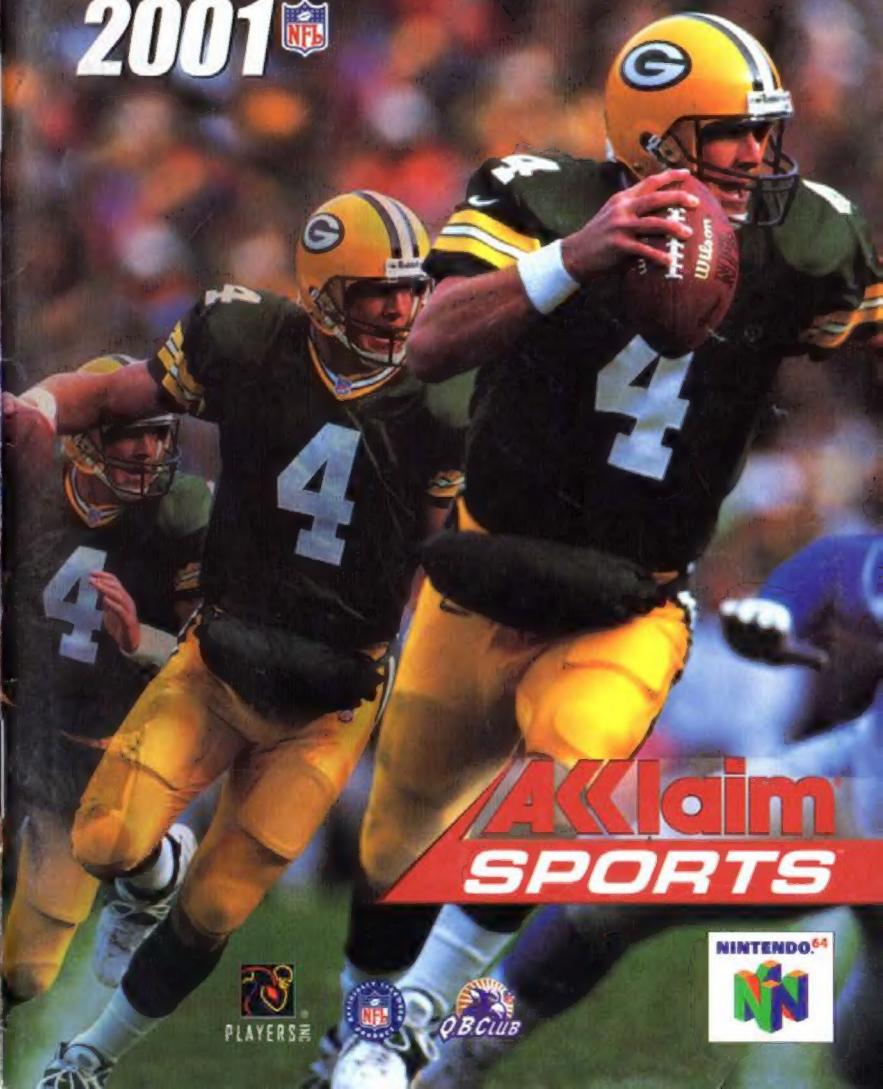
ACCLAIM ENTERTAINMENT, INC. ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777. PRINTED IN USA

NFL QB CLUB 2001



INSTRUCTION BOOKLET

NUS-NOCE-USA



AKclaim
SPORTS



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



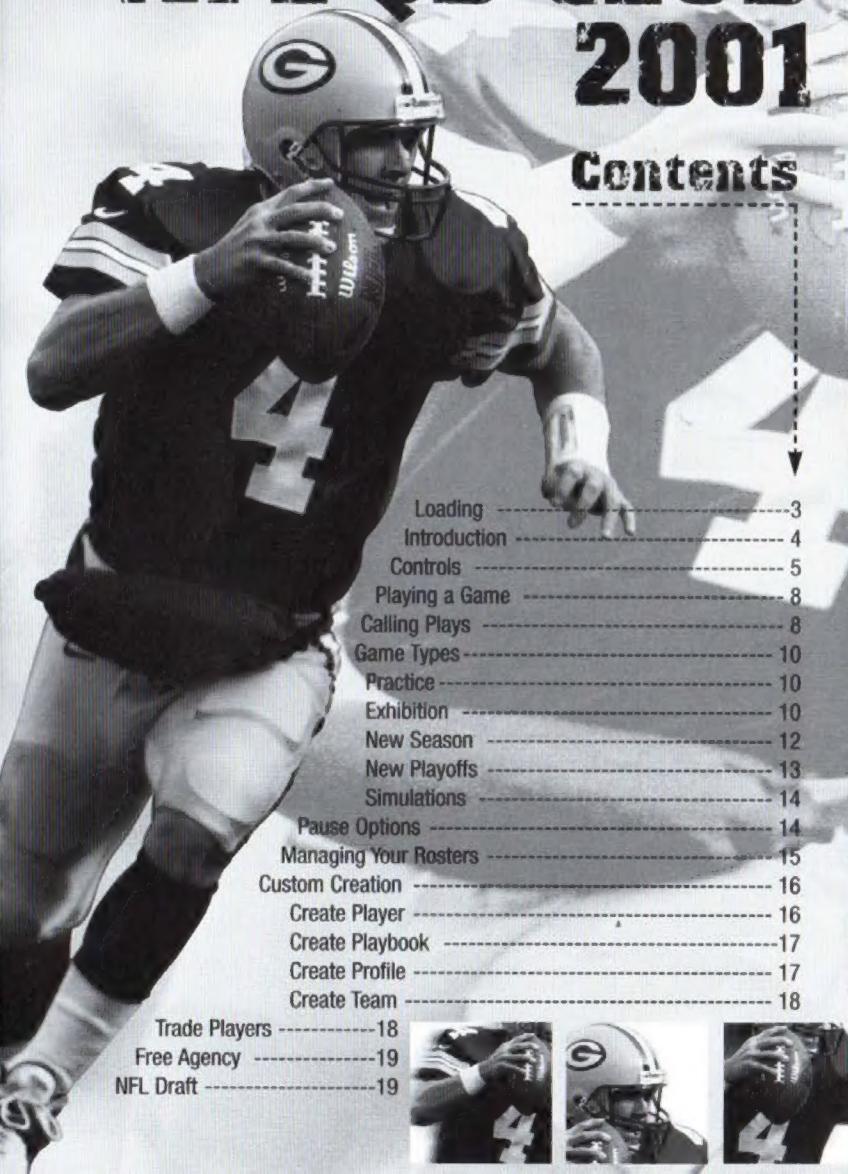
EVERYONE

Visit www.esrb.org or call
1-800-771-3772 for Rating information.

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

NFL QB CLUB 2001

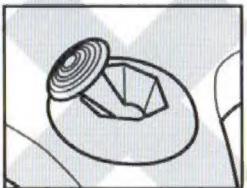
Contents



Loading	3
Introduction	4
Controls	5
Playing a Game	8
Calling Plays	8
Game Types	10
Practice	10
Exhibition	10
New Season	12
New Playoffs	13
Simulations	14
Pause Options	14
Managing Your Rosters	15
Custom Creation	16
Create Player	16
Create Playbook	17
Create Profile	17
Create Team	18
Trade Players	18
Free Agency	19
NFL Draft	19



CONTROL STICK FUNCTION



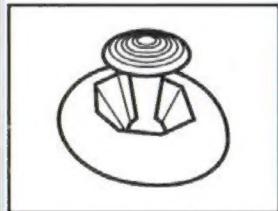
The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



LOADING

1. Make sure the power is **OFF** on your Nintendo® 64 Control Deck.
2. Insert your NFL Quarterback Club™ 2001 Nintendo 64 Game Pak™ into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.
4. Note: NFL Quarterback Club™ 2001 is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.
5. If you wish to save a game, insert a Nintendo® 64 Controller Pak™ (sold separately).
6. Slide the **POWER** switch to **ON** (Important: Make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak™ and Rumble Pak™ accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak™ and Rumble Pak™ accessories.

This game is compatible with the Nintendo® 64 Expansion Pak™. Before using the Nintendo® 64 Expansion Pak™, please read the Nintendo® 64 Expansion Pak™ Instruction Booklet carefully as it contains important information about the safety and use of this accessory. Nintendo 64® Game Paks™ displaying the Nintendo® 64 Expansion Pak™ icon will take advantage of the additional memory features of the Nintendo® 64 Expansion Pak™. Look for this icon on specially designed games.

INTRODUCTION

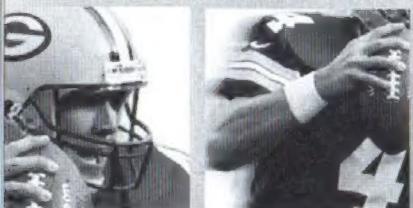
Welcome to NFL Quarterback Club 2001! This year promises to bring the best football game into a new millennium. **NFL QBC 2001** combines a crop of great new features like the addition of the "Shoulder Charge" to your offensive arsenal for busting through the line, pass icons on run plays (it really throws your opponent off the scent!) and an improved catching and play select system as well as a whole networks-worth of camera angles!

Playing a season can be grueling. I like to warm up in Practice mode, stretch out in a few Exhibition games and then I'm ready to march downfield to the Playoffs. After that it's on to the big game and, hopefully, another ring! But, if you don't grab that ring, you can re-create your winning situation in **QBC 2001's** Custom Simulation mode where you call all the shots! I have a few game memories that I'd love to replay. If you have a few or, if you're a history buff, you can recapture bygone eras in the Historic Simulation mode.

So, grab your pads and cleats and join me on the gridiron for some **NFL QBC 2001** action!



Russ Jackson
4



GETTING STARTED

At the title screen, press **START**. You will come to Main Menu.

NFL Play Access Practice, Exhibition, New Season, New Playoffs or Simulations.

Team Management Draft and trade players, sign free agents and create custom players and teams.

Options Adjust a wide variety of game settings.

Controller Pak See information on your Controller Pak, and load previously saved Season or Playoff progress.

Credits View the folks behind NFL QBC 2001.

CONTROLLER PAK SAVING/LOADING

To save or load a game you must access the Main Menu and select the Controller Pak option. Saving or loading a game will save or load any created players, teams, profiles, and playbooks, as well as current stats, rankings, option settings, etc. In Season and Playoff modes, you can save your place after each game. You can save your current league status and game settings. If you wish to save a new game after that, you will be prompted to overwrite (erase) an existing game. To do so, highlight the game you wish to overwrite and press the **A BUTTON**. You will be asked to confirm. Highlight **SAVE GAME NOTE** to do so, or **CANCEL** to cancel. Press the **A BUTTON**.

To load a saved game on the Controller Pak screen, press the **C ▲ BUTTON** to load a previously saved game. Follow the prompts.

CONTROLS



Note: The **CONTROL STICK** and **CONTROL PAD** can be used interchangeably during Menu navigation.

IN-GAME CONTROLS

OFFENSE

Control Highlighted Player

NO HUDDLE (AFTER A PLAY)

CONTROL PAD/STICK

R BUTTON

Playing Quarterback

Before the Snap

FAKE HUT

B BUTTON

CALL AUDIBLE

R BUTTON

VIEW ALL RECEIVERS

L OR Z BUTTONS

CHANGE PLAYER

C ▲ AND C ▼ BUTTONS

TIGHT END MOTION

LEFT OR RIGHT ON CONTROL PAD/STICK

SNAP BALL

A BUTTON

QB LOOK LEFT

C ▲ BUTTON

QB LOOK RIGHT

C ▼ BUTTON

After the Snap

THROW TO RECEIVER

A, B or C BUTTONS

THROW AWAY

R BUTTON

QB SCRAMBLE

L OR Z BUTTONS

PUMP FAKE

C ▲ BUTTON

Running the Ball

SHOULDER CHARGE

A BUTTON

DIVE/QB SLIDE

B BUTTON

HURDLE/UP AND OVER DIVE

C ▲ BUTTON

SPIN

C ▼ BUTTON

JUKE

C ▼ BUTTON

STIFF ARM

C ▲ BUTTON

LATERAL

R BUTTON

Catching the Ball

INCREASES CHANCE TO MAKE CATCH

C ▲ BUTTON

DIVE CATCH

B BUTTON

JUMPING CATCH

C ▲ BUTTON

DEFENSE

Control Highlighted Player

CONTROL PAD/STICK

Before the Snap

CHANGE PLAYER CONTROL

C ▲ or C ▼ BUTTONS

LINE SHIFT

C ▲ or C ▼ BUTTONS

CALL AUDIBLE

R BUTTON

After the Snap

CONTROLS PLAYER NEAREST TO BALL

C ▼ BUTTON

JUMP

C ▲ BUTTON

BLOCK BREAK

A BUTTON

DIVE TACKLE

B BUTTON

STRIP BALL

C LEFT BUTTON

Ball in the Air

DIVE CATCH/TACKLE

B BUTTON

INTERCEPT

C ▲ BUTTON

FAIR CATCH

R BUTTON

JUMP

C ▲ BUTTON

SWITCH PLAYERS

C ▼ BUTTON

SPECIAL TEAMS

SNAP/ KICK BALL

A BUTTON

CELEBRATIONS

A job well done deserves a little party! Shove it down your opponent's throat with a few exclamation points!

OFFENSE (Following a touchdown)

A BUTTON

DEFAULT CELEBRATION (RANDOM)

C ▲ BUTTON

DUNK BALL OVER GOAL POST

B BUTTON

SPIKE THROUGH LEGS

C ▼ BUTTON

TAKE THE PLUNGE

C ▼ BUTTON

TAKE A BOW

C ▲ BUTTON

BOX THE GOAL POST

Z BUTTON

RETURN TO HUDDLE

DEFENSE (Following a sack)

A BUTTON	DEFAULT CELEBRATION (RANDOM)
C ▲ BUTTON	FLEX
B BUTTON	POINT AT PLAYER ON GROUND
C ▶ BUTTON	I'M THE HERO
Z BUTTON	STAND, TAUNT, WALK AWAY

PLAYING A GAME

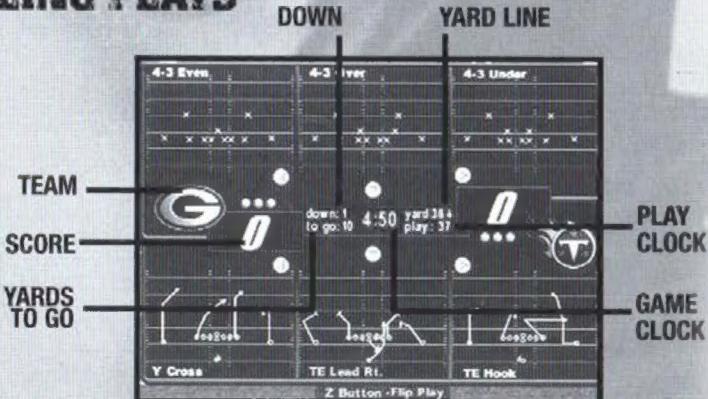
COIN TOSS

Once you take the field, a coin toss determines which team will kick and which will receive. The coin toss is called in the air by the visiting team. The team who loses the toss chooses which goal they wish to defend.

KICK OFF

Press the **A BUTTON** to put the kicker in motion. You can aim your kick by moving the **CONTROL PAD LEFT, RIGHT, UP or DOWN**. Kick power is determined by when you press the **A BUTTON** in relation to where the bouncing meter is at the time. Follow the same procedure for punts, field goals and extra points.

CALLING PLAYS



The play select screen is divided into 3 Defensive and 3 Offensive play calling boxes and a game status area showing the current game situation (down, yards to go, time remaining, etc.). If you have created a custom playbook, you can access it from this screen. In multiplayer games, the player with the lowest controller number controls the offense and the next lowest controls the defense.

To Call a Play

- Scroll formations and plays using **CONTROL PAD/STICK LEFT or RIGHT**.
- Press the appropriate control (**C ▼ or C ▲ or C ▶ BUTTONS**) for the formation and play you wish to use.
- Pressing **UP** on the **CONTROL PAD/STICK** will back out of the chosen formation.

NOTE: You can flip plays by pressing the **Z BUTTON**.

Once both teams have called plays, the teams break their huddle and go to the scrimmage line.

USING A CREATED PLAYBOOK

Once you have created and saved a custom playbook (see page 17), it will be available on your list of playbooks and can be used at anytime for any team.

To Use A Created Playbook

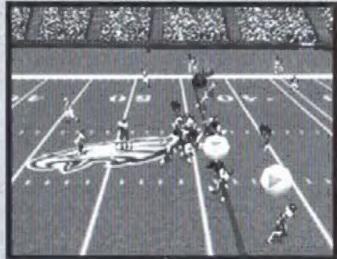
- Access In-Game Options on the Game Setup screen.
- Scroll to either the Away Playbook or Home Playbook.
- Press **LEFT or RIGHT** on the **CONTROL PAD/STICK** to highlight the desired playbook.

Controlling Players

You can switch control of players by pressing the **C ▲ or C ▼ BUTTONS** to toggle through the players.

Passing

The passing system allows you to control both how hard a pass is thrown and exactly where it's thrown. This allows the quarterback to respond to pass coverage dynamically. Each pass tag corresponds to a particular receiver. Tap the button of the receiver you wish to throw to for a bullet pass. Hold the button down longer for a lob pass. Once the ball is thrown you will have control of the receiver.



GAME TYPES

PRACTICE

Let's shake the off-season cobwebs from your game. Start by setting Practice options:

Offense Toggle to the team of your choice or offensive scheme of your choice, including classic historic offenses like the '88 49ers and custom schemes of your own devising!

Defense Choose to run plays without a defense to challenge you (None), or against any defensive scheme in the NFL!

Field Position Select which yard line you'll run plays from. The **UP** arrow indicates you're in enemy territory, **DOWN** that you're in your own half of the field.

Hashmark Place the ball at the left, center or right of the field.

Offense Playbook Select the offensive scheme of your choice.

Facility Choose an Indoor or Outdoor facility.

Weather In outdoor facilities, you can select the weather conditions or let the CPU pick for you (auto).

Once you've set your options and chosen which team you wish to control, you'll see the playbook screen, with a number of appropriate plays to choose from. Make your choice, then it's on to the field to master your attack!

EXHIBITION

A one-game contest between any two teams, Exhibition games don't count towards your record. Many of the screens, features and options available in this mode pertain to other modes, too, so take a moment to learn these basics. After selecting Exhibition, you'll come to the team select screen, showing two teams and their respective NFL rankings in the most important offensive and defensive categories. Toggle through teams by pressing **DOWN** or **UP** on the **CONTROL PAD/STICK**. Alternate team select areas by pressing **LEFT** or **RIGHT** on the **CONTROL PAD/STICK**.

Importing a Created Team If you want to bring a saved custom team into play, press the **R BUTTON** at the Team Select screen. At the Restore Team screen, you can select from any one of up to 3 custom built teams. Once your teams are selected, choose which one you wish to control.

GAME SETUP SCREEN

Before you hit the field, you can access an array of items on the Game Setup screen, which is similar in every game mode. Some options may not be available, depending on game type and situation. For example, you cannot set weather in a domed stadium or in Season mode.

Start Game

Hit Start Game now to jump into a game with default settings or take the time to set the following options and then hit Start Game when you're done.

In-Game Options

Weather Set the game conditions in outdoor stadiums, or have the CPU choose (Auto).

Qtr Length Set 1, 2, 5, 10 or 15 minute quarters.

Time of Day Lets you choose a Day or Night game.

Difficulty Play at Rookie, Pro or All-Pro skill levels.

Player Energy When ON, players' energy diminishes with playing time and activity. Low energy often leads to injuries.

Clock Speed Use Realistic, Accelerated or Turbo game clock speeds.

Player ID The on-screen players can be identified in different ways.

Injuries When ON, players are automatically subbed out when injured, and remain unavailable until the injury heals.

Celebrations When ON, your players can gloat with abandon.

Focus on Ref When ON, the referee is shown whenever a call is made.

Home Playbook Use the home team's usual playbook (default), or use any other team's scheme.

Home Profile Use the home team's usual coaching profile, or choose another.

Away Playbook See Home Playbook.

Away Profile See Home Profile.

Penalties Set a wide range of penalty calling sliders from OFF (never called) to STRICT (called whenever possible).

Sub Players You can substitute players into Offensive, Defensive and Special Teams formations. You may wish to substitute a healthy player in for an injured one, or to have a particular player sub into a particular formation (for example, put a very quick receiver into pass formations). First, select which club to substitute for, then the team type (Reset All resets rosters).

- **L or R BUTTON** to cycle through formations.
- **Z BUTTON** to toggle between sub out and sub in areas.
- **UP or DOWN** on the **CONTROL PAD/STICK** to highlight players.
- **A BUTTON** to sub highlighted players into current formation.
- **C ▼ BUTTON** to sub into all formations.

Stadium Select Select a stadium from the vast selection available.

NEW SEASON

Do you have what it takes to claw your way to Super Bowl victory? Season play proves that every week counts in this game of inches. You can play each and every game every week, simulate games and play only the choice match-ups, manage your roster, create and import custom players, team and playbooks and lots more!

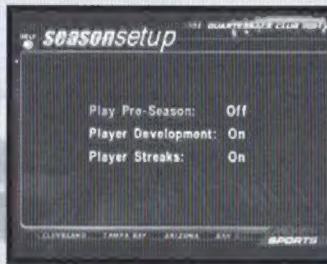
SEASON SETUP

Before you get into a season's worth of play, you'll need to select a few options.

Play Pre-Season This option can be set to **ON** or **OFF**. When **ON**, your team will compete in 5 exhibition games before the season begins. You can choose to simulate all the games for a particular week or not.

Player Development When **ON**, this feature tracks each player's performance in several categories during each game and rates them by how they did. Categories reflect the demands of each position. The rating is cumulative and may result in a player improving from good performances or getting worse from bad performances.

Player Streaks When set to **ON**, players will get hot or cold depending on their game performance. A great performance one week makes a player more likely to pull off great moves in the future, while a poor performance can mean a slump is in your future!



SEASON MENU

After the Season Setup screen, you'll go to the Season Menu, with a complete range of choices. Note that if Pre-Season is set to **ON**, you'll see the same menu, but your choices will relate to Pre-Season play. Once you've selected a particular option, press the **C ▲ BUTTON** (Help) for control details for that option.

Weekly Schedule This screen details all the scheduled pre-season or season games week by week. You can play or simulate any of the games for any given week.

Team Schedules View a list of each team's schedule, along with win/loss record for any weeks already past.

Team Standings View teams standings within each conference and division to date.

Power Rankings Power rankings gives you a good indication of which team has the power to go all the way!

Season Stats All the stats you could ever want, updated as the season progresses.

Season Leaders See at a glance who the top performers in all stat categories are.

Team Stats Complete team stats for the season thus far.

Injured Players If injuries are turned **ON**, a visit here will tell you the current status of injured players on any team.

Weekly Match-ups Compare the rankings of each pair of teams scheduled to play on a given week.

Managing Your Rosters Draft, trade, and sign players and access custom creation features. See Managing Your Rosters (page 15) for details.

Quit Season Quit the current season and return to the main menu.

PLAYING A SEASON

Once you've selected which game(s) you wish to play or simulate (using the Weekly Schedule option), press the **A BUTTON**. The computer will simulate any games you didn't mark to play. To mark a game for play, press the **C ▼ BUTTON**. You will then go to the controller select screen, where up to 4 players can decide which team they wish to control (by moving their controller under the team's logo). If you've marked multiple games to play in any given week, they are played in the order presented.

GAME SETUP

After selecting which team you wish to control, the Game Setup screen appears. Here you can set various options (these apply only to the current game). Select Start Game and press the **A BUTTON** to begin playing.

NEW PLAYOFFS

For those who need an immediate adrenaline rush, jump straight into post-season play. Try to work your way up the playoff ladder to grab yourself a Super Bowl Ring! Playoff levels from wild card all the way to the Super Bowl.

While the computer determines the Playoff teams and ladder, you may import a Created Team into the 1st tier of the Playoffs.

You can play all games in the playoffs, play only the games featuring a particular team, or have the computer simulate games.

- Select New Playoffs at the NFL Play screen to begin a new playoffs series. Doing so will delete any previously started Playoffs from the internal RAM (NOT from your Controller Pak).
- Select Continue Playoffs to pick up a previously saved series from where you left off. This series must first be loaded at the Control Pak Menu screen.

TO SELECT PLAYOFF GAMES

- **L or R BUTTON** on the **CONTROL PAD/STICK** to scroll playoff ladder.
- **DOWN or UP** on the **CONTROL PAD/STICK** to move highlight to a particular match-up box.
- **C ▼ BUTTON** to mark a highlighted match-up for play. The computer will simulate any matches not marked for play.
- **A BUTTON** to play games.

NOTE: If you press the **A BUTTON** without marking any match-ups for play, you will be asked if you wish to have the computer simulate all games for that week.

TO PLAY ALL WEEKS WITH A PARTICULAR TEAM

- Highlight the box next to a particular team and press **C ▼ BUTTON**.
- Press **A BUTTON** to play games.

Remember, you'll have to select your team for each week you want to simulate. Following Playoff game selection, you will go to the Controller screen to select a team to control.

SIMULATIONS

On the Main Menu, choose Historic Simulation or Custom Simulation.

Historic Simulation Classic contests abound in this visit to yesteryear! You can play as either team, but follow the onscreen challenge to earn win status!

Custom Simulation Don't dream about what might have been, make it happen! You select the teams, the situation, everything but the ticket prices!

TO CREATE A CUSTOM SIMULATION

- **UP or DOWN** on the **CONTROL PAD/STICK** to select a variable.
- **LEFT or RIGHT** on the **CONTROL PAD/STICK** to toggle settings.
- **A BUTTON** to confirm sim settings and go on to Game Setup Screen.
- **Z BUTTON** to change who has possession of the ball.

PAUSE OPTIONS

Press **START** at any time to pause the action and bring up the Pause Options screen.

Resume Game Return to game play.

Call Time Out Shows the team charged with the time-out and how many remain.

Instant Replay View the most recent action in a variety of modes, including forward, reverse, and fast and slow motion.

Sub Players

See page 11.

Camera Views Choose among 13 great camera settings, including custom Create-a-Cam. Camera controls appear on-screen.

Injured Players Check the injury status of your players.

Game Stats View comprehensive stats for each team so far. **L or R BUTTON** to toggle categories.

Penalty Settings Toggle a variety of penalty calling settings, from **OFF** to **STRICT**.

Controllers Switch which team you control.

Set Audibles Assign audible plays to the three action buttons.

View Controls Have a look at each action and the button assigned to it here.

More Options Except where noted, these are the same as the Pre- and In-Game options. (See page 10)

Quit Game Quit or Restart the current game without saving data. Restart returns you to the kickoff.

MORE OPTIONS

Yes, there are even more options; many are already described under the Game Setup Screen section, so they aren't listed here.

Referee Animations When set to **ON**, you will see all penalty calls with animated refs.

Autosub When set to **ON** (recommended), autosub will automatically sub in a fresh player for a tired player.

Sound Volumes Set the in-game SFX, Music and Announcer volumes.

Sound Mode Switch from Stereo to Mono sound modes.

MANAGING YOUR ROSTERS

Be the cutthroat General Manager you always knew you could be! Hire superstars and cut the dead wood in this area.

NFL Draft Move players around to create your Dream Team!

Trade Players Swap position players between teams.

Sign Free Agents Sign and release free agents.

Custom Creation Make everything about the game to your specifications.

Restore Rosters Restore all rosters to default settings.

Salary Cap Turn the Salary Cap **ON** or **OFF**.

CUSTOM CREATION

Create custom teams, players & profiles.

Create Team Use custom players, free agents and trades to create your own team.

Create Player Create a player that reflects your personal taste.

Create Profiles Create a coaching profile for your team.

Create Playbook Create a custom playbook that contains up to 256 of your favorite plays.

Delete Teams Delete any of your created teams.

Delete Players Delete a custom player from your roster.

Delete Profiles Delete any of the created profiles.

Delete Playbook Delete your custom playbook.

CREATE PLAYER

Create up to 22 custom players. Once a player is created, a salary is assigned based on attribute levels, and the player goes into the free agent pool. Players can be imported into any team by selecting Free Agency.

TO INPUT A NAME

- Press **C ▼ BUTTON**.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** moves cursor, **UP** or **DOWN** on the **CONTROL PAD/STICK** toggles characters.
- **A BUTTON** to confirm and advance to attribute select screen.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to adjust player characteristics.

Adjusting Attributes Each created player is assigned an equal number of total skill points.

- Raise and lower the number of points used by adjusting attribute levels.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight an attribute.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to adjust attribute levels. (**L** or **R** **BUTTON** to lower or raise all attributes at once.)
- **A BUTTON** to confirm and advance.



CREATE PLAYBOOK

This feature lets you create your own playbook, which you can use with any team at any time. You can select up to 128 offensive and 128 defensive plays for your custom playbook. You can save up to 2 different custom playbooks.

TO CREATE A PLAYBOOK

- **L** or **R** **BUTTON** to toggle formations.
- **Z** **BUTTON** to toggle between offense and defense.
- When **GENERAL** is highlighted, press the **B**, **A**, or **C ▼** **BUTTONS** to select a play.
- When **CUSTOM** is highlighted, press the **B**, **A**, or **C ▼** **BUTTONS** to remove a play.
- **START** to store in memory.

TO SAVE A PLAYBOOK TO A CONTROLLER PAK

- Press the **B** **BUTTON** to back out to the Main Menu.
- Select Controller Pak options.

CREATE PROFILE

Custom profile lets you pre-set how you like to call a game, then use this play-calling profile with any team. You can choose preferred formations, and the percentage of different play types (up to a total of 100%). Let's look at it in more detail.

Preferred Offensive and Defensive Formations Choose which 3 offensive and defensive formations you favor.

Pass/Run Percentage You decide what percent of the time your offense will call a pass or run play (total is 100%) when you are not in an obvious passing situation (Ex.: 3rd down and 20 yards to go) or running situation (3rd down and 1 yard to go).

Shock How often to call a shock play. A shock play is a play that is not an obvious call for the current situation. For example, 3rd and 1 from your own 20-yard line and you go for the deep bomb.

CREATING A CUSTOM PROFILE

- **UP** or **DOWN** on the **CONTROL PAD/STICK** to move highlight through selections.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to modify current selection.
- **A** **BUTTON**, **B** **BUTTON** or **START** to exit to save screen (will save to internal RAM).

TO SAVE YOUR CUSTOM PROFILE TO A CONTROLLER PAK

- Press the **B BUTTON** to back out to the Main Menu.
- Select Store it in memory.

CREATE TEAM

TO INPUT CHARACTERS

- Press **C ▼ BUTTON** on an input line (team name, location, etc.).
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** moves cursor, **UP** or **DOWN** on the **CONTROL PAD/STICK** toggles characters.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to toggle team play calling styles.
- Press the **A BUTTON**.

You will come to another screen. Available teams and free agents appear on the right of the screen. Your empty Created Team appears on the bottom.

TO FILL YOUR ROSTER

- **L** or **R BUTTON** to toggle among standard teams.
- **Z BUTTON** to toggle between Created and Standard teams.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a player.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to scroll attributes.
- **A BUTTON** to add/remove a player.

TRADE PLAYERS

Any player can be traded for another. Each team must carry a minimum of 11 players. Any trade which violates that minimum will not be allowed. If Salary Cap is ON, you cannot make a trade that puts you over the cap.

- **L** or **R BUTTON** to toggle teams.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a player.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to toggle attribute categories.
- **Z BUTTON** to toggle between team trading areas.
- **A BUTTON** completes the trade.

FREE AGENCY

Every NFL player and created player is available (or can be released to be made available) as a free agent to any team, including created teams. Attribute levels for highlighted players appear at the bottom of the screen.

Note: If Salary Cap is set to **ON**, the total value of player salaries on any team cannot exceed 51.5 million dollars. The salary cap does not apply to created teams.

Free agents are signed from the Free Agent Roster at the top of the screen and then appear in the selected Team Roster. A player released from a team roster (at the left of the screen) will then appear in the free agent roster. Use the **Z BUTTON** to switch between the two windows.

TO SIGN A FREE AGENT

- **L** or **R BUTTON** to toggle team to sign player to.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll through free agent roster.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to view player attributes.
- **A BUTTON** to sign highlighted free agent to highlighted team.

TO RELEASE A PLAYER TO FREE AGENCY

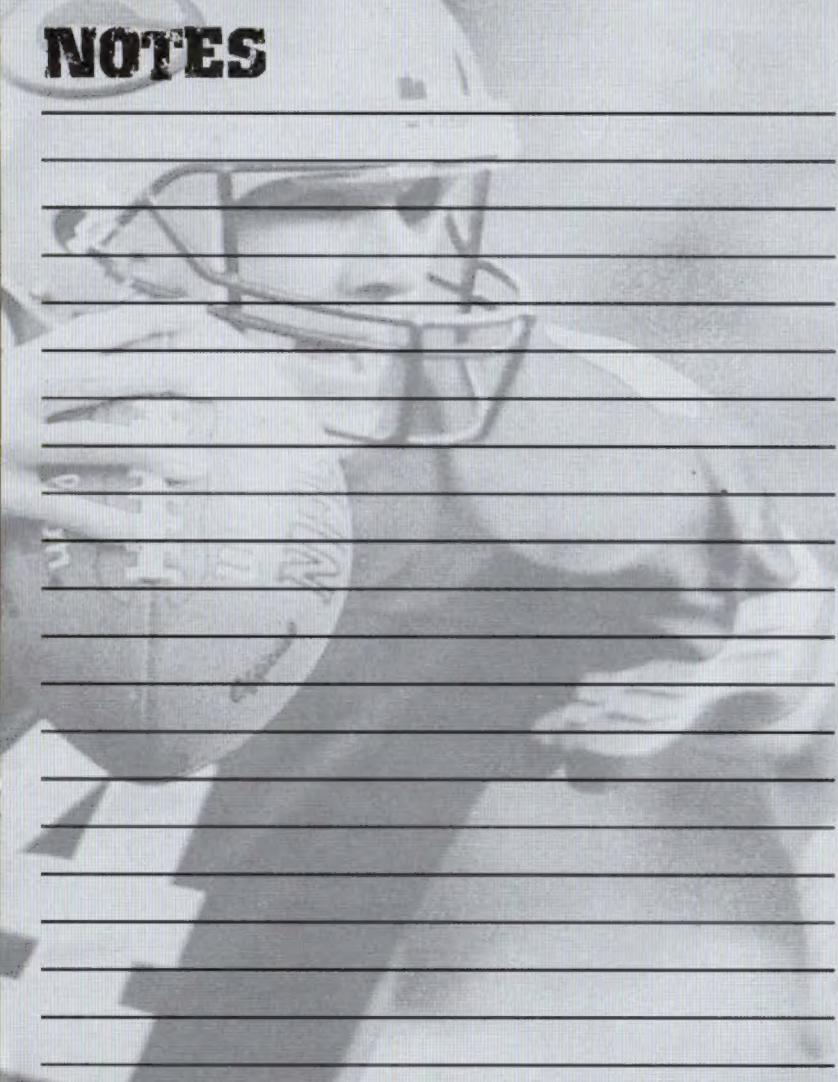
- **L** or **R BUTTON** to cycle teams.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight player.
- **A BUTTON** to release roster player to free agency.

NFL DRAFT

Up to 4 players can select a team they wish to draft for (the computer will draft for the remaining teams). Only current NFL players are available in the draft.

TO DRAFT PLAYERS

- **L** or **R BUTTON** to toggle through teams.
- **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll through available players.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to scroll player attributes.
- **C ▼ BUTTON** to sort players by attributes (top players 1st).
- **C ▲ or C ▶ BUTTONS** to toggle draft positions (**QB**, **RB**, **WR**, etc.).
- **Z BUTTON** to switch between draft pool and team boxes.
- **A BUTTON** to draft player/ cycle to draft team.



For the hottest hints and codes on Acclaim Titles

Please call 1-900-407-Tips(8477)

The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty-If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2777

The NFL Quarterback Club is a trademark of the National Football League. © 2000 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League and NFL Properties. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2000 PLAYERS INC. Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by High Voltage Software. All Rights Reserved. Major League Baseball® trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. © MLBPA Official License - Major League Baseball Players Association. The Hall of Fame trademarks and copyrights are used with permission of the National Baseball Hall of Fame™ and Museum. All-Star Baseball™ & Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by High Voltage Software. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza Glen Cove, NY 11542-2777.

www.acclaimsports.com

www.nfl.com

www.nflplayers.com

www.majorleaguebaseball.com

Visit the players choice on the web at www.bigleaguers.com